OUTSIDE BACK COVER
PLACEHOLDER

OUTSIDE FRONT COVER
PLACEHOLDER

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

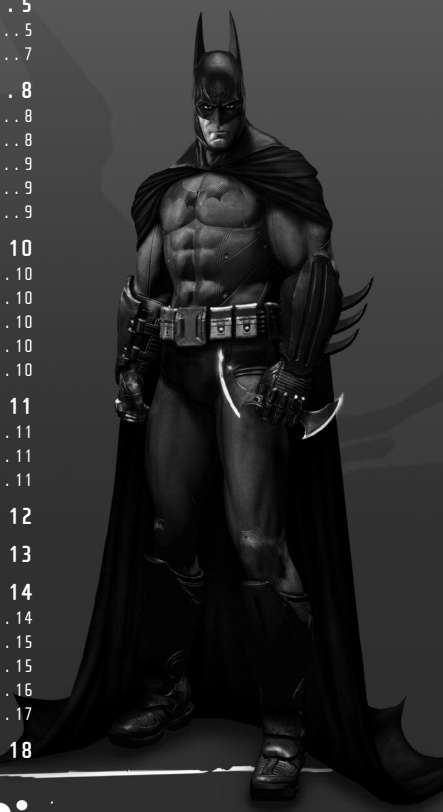
NOTICE:
Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PLAYSTATION®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

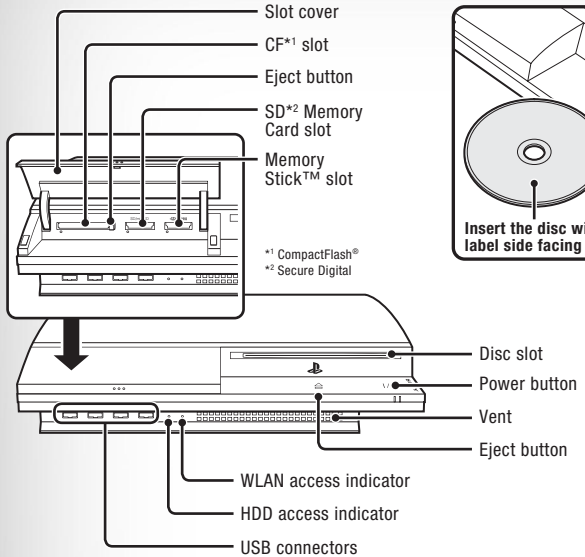
HANDLING YOUR PLAYSTATION®3 FORMAT DISC:
• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

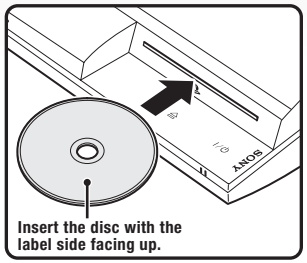
CONTENTS

GETTING STARTED 2
INTRODUCTION 4
GETTING INTO THE GAME 5
MENU SELECTION 5
SAVING AND LOADING THE GAME 7
CONTROLS 8
PLAYSTATION®3 CONTROLS 8
COMBAT CONTROLS 8
ITEM CONTROLS 9
MOTION SENSITIVE CONTROLS 9
EXPERIENCE AND UPGRADES 9
COMBAT 10
STRIKE 10
COUNTER 10
CAPE STUN 10
REDIRECT/EVADE 10
GADGETS 10
GADGETS 11
BATARANG 11
GRAPNEL GUN 11
OTHER GADGETS 11
DETECTIVE MODE 12
ENVIRONMENTAL ANALYSIS 13
IN-GAME MENUS 14
WAYNETECH 14
THE RIDDLER'S CHALLENGE 15
MAP AND OBJECTIVES 15
CHARACTER BIOS 16
PLAY AS THE- JOKER 17
CREDITS 18



PLAYSTATION®3 system front





Note: Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

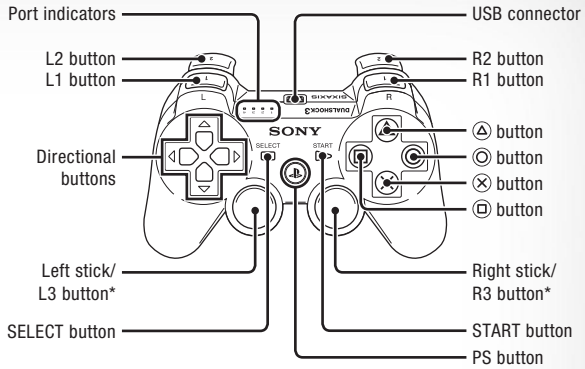
Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the BATMAN: ARKHAM ASYLUM disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 system's home menu, and then press the ⊗ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

GETTING STARTED

Using the DUALSHOCK®3 wireless controller (for PLAYSTATION®3)



* The L3 and R3 buttons function when the sticks are pressed.

Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

INTRODUCTION

It's going to be a long night...

After a seemingly random attack by The Joker at the Mayor's office, **Batman**™ is returning his greatest nemesis to **Arkham Asylum**™, Gotham City's institute for the criminally insane.

But The Joker has a plan and escape is only the beginning. By the time the sun rises over Gotham, he will have turned Arkham Island into his twisted playground, and broken the **Dark Knight**™ himself.

Can even **Batman** survive a night locked up with ALL of Gotham's freaks and madmen?

GETTING INTO THE GAME

Menu Selection

Use the Directional buttons or Left stick to cycle through the game options. Press the ⊗ button to select and the ◎ button to return.

Title Menu

Press Start	Start a new game.
Saved Game Select	Proceed to the Saved Game Select screen.
Main Menu	Select from Story Mode, Challenge Mode, Character Bios, Character Trophies and Options.
Continue Story	Play the main **Batman: Arkham Asylum** Story Mode. (Starting a new game gives the option of Easy, Normal or Hard gameplay.)
Challenge Mode	Unlock a variety of challenges and test your skills against the best in the world.
Downloadable Content	Access new, exciting game content.
Character Bios	Access a variety of unlockable Character Bios about **Batman's** allies and enemies, all with unique artwork from DC Comics' WildStorm Productions.
Character Trophies	View a gallery of character trophies. Collect additional trophies by playing through the main story.

Options Select options to change the following in-game settings:

Game Options

Invert Look: Toggle invert on/off.

Invert Rotation: Toggle rotation on/off.

Invert Flight: Toggle on/off.

Vibration: Enable or disable controller vibration.

Camera Assist: Enable or disable camera assist.

Brightness: Adjust the brightness of the game.

Motion Sensor Function: Enable or disable wireless controller tilt controls.

Audio Options

Subtitles: Turn the subtitles on/off.

SFX Volume: Adjust the SFX volume.

Music Volume: Adjust the music volume.

Dialogue Volume: Adjust the dialogue volume.

Saving and Loading the game

Every level in the game has a number of checkpoints to pass. This icon appears on the screen, informing you when **Batman** has passed a checkpoint and the game is saving your progress. Please do not turn off your console for the duration of the icon being on screen, or your progress may be lost.

When you reselect your profile at the start of a game, it will load the last checkpoint passed.

CONTROLS

PLAYSTATION®3 CONTROLS

BATMAN MOVEMENT CONTROLS	
Control	**Action**
Left stick	Movement—Sneak/Walk/Run
Right stick	Rotate camera
R2 button	Crouch
○ button	Drop down
✕ button	Run/Glide/Use
✕ button (Double-tap)	Evade
R3 button	Zoom
R1 button	Grapple
L3 button	Center camera
R2 + ✕ buttons (When standing by a corner)	Corner cover

COMBAT CONTROLS

BATMAN COMBAT CONTROLS	
Control	**Action**
□ button	Strike
△ button	Counter/Silent Takedown
○ button	Cape Stun
✕+□ buttons	Throw (Requires upgrade)
○+△ buttons	Takedown (Requires upgrade)
L1 button (Tap)	Quick **Batarang**™
R2 button x2	Quick **Batclaw**™ (Requires upgrade)
✕ button x2 (When pressing toward an enemy)	Redirect
R2 + △ buttons (Next to a prone enemy)	Ground Takedown

ITEM CONTROLS

BATMAN ITEM CONTROLS	
Control	**Action**
L1 button (Hold)	Ready Gadget
R1 button	Use Gadget
L2 button (Tap)	Toggle Detective Mode
L2 button (Hold)	Environmental Analysis
Directional button ←→↑↓	Select Gadget
SELECT button	Map/Level Up

MOTION SENSITIVE CONTROLS

Batman: Arkham Asylum supports motion sensitive controls for the following actions:

—To control **Batman's** direction when gliding.

—To control the direction of the Remote Controlled **Batarang** upgrade.

—To shake off certain types of enemies.

EXPERIENCE AND UPGRADES

Defeating enemies, rescuing innocent civilians, gathering evidence, solving puzzles, and bringing villains to justice will all earn **Batman** experience points (XP). When you've earned enough XP, you can choose from a range of upgrades to help you overcome the challenges of Arkham Island.

COMBAT

As **Batman** encounters enemies he can fight them with a variety of moves.

Strike: This is **Batman's** standard attack, unleashing a volley of blows to his enemy with the ▢ button.

Counter: When enemies display the icon, **Batman** can perform a counter move with the △ button, breaking their attack.

Cape Stun: This move temporarily stuns any attacker. For armed melee enemies, **Batman** should stun them with the ○ button to break their block, leaving them open to the strike attack.

Redirect/Evade: Gain distance or jump over an enemy to attack from behind by double-tapping the ✕ button.

Gadgets: Batman's gadgets, such as the **Batarang,** can also be used to vary attacks with a mix of stun and impact moves.

With each successful attack, **Batman's** multiplier increases; this earns a combo bonus at the end of each fight with additional XP for combat variety. Earning XP also replenishes **Batman's** health.

Unlocking abilities also gives access to unique moves that can provide new forms of attack or unleash devastating damage on opponents.

GADGETS

At the start of the game, **Batman** has the following gadgets:

Batarang

Use the **Batarang** to stun inmates, cut rope and disable equipment. Tap the L1 button to quickly throw the Batarang, or hold the L1 button to aim it and then press the R1 button to throw it.

Grapnel Gun

The Grapnel Gun allows **Batman** to move to higher areas of the environment, and swing out of harm's way when under fire.

Grapple points are highlighted on-screen by the Grapple icon.

Other gadgets

As **Batman** levels up, you will be able to unlock unique gadgets and upgrades to progress deeper into the Asylum, and fully explore previous areas when you revisit them.

DETECTIVE MODE

Batman's cowl is a high-tech miracle of engineering. Aside from preserving his identity and providing protection, its prototype computer systems, years ahead of anything in civilian use, continuously analyze visual data and log items to aid **Batman** in forensic investigations. Detective Mode allows **Batman** to filter this information in order to isolate evidence and forensic trails, and develop tactical analysis on a situation.

To activate Detective Mode, press the L2 button.

During Detective Mode enemies are also analyzed to gauge their threat level depending on what items they have.

ENVIRONMENTAL ANALYSIS

Arkham Asylum is an old building full of history and intrigue. All of **Batman's** most dangerous foes have spent time here and left their mark. **Batman** can use Environmental Analysis to locate and store this information, and in turn earn XP. Environmental Analysis is vital to locating and solving all the challenges left by Edward Nigma™, AKA The Riddler™.

To activate Environmental Analysis, hold down the L2 button.

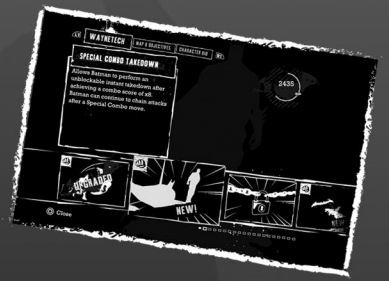
IN-GAME MENUS

Press the SELECT button to access the in-game menus, and cycle with the L1 / R1 buttons to view the following sections:

WayneTech™

A variety of abilities are also available as you gain XP by defeating enemies and finding secrets within the asylum.

Use these abilities to level up and unlock new combat abilities, item features, and player upgrades.


WAYNETECH
MAP & OBJECTIVES
RIDDLER'S CHALLENGE
CHARACTER BIO
SPECIAL COMBO TAKEDOWN
Allows Batman to perform an unblockable instant takedown after achieving a combo score of x0. Batman can continue to chain attacks after a Special Combo move.
2435
UPGRADE
NEW!
Close

The Riddler's Challenge

"My goal is simple! You complete a series of amusingly taxing challenges and, well, you'll see."

As if the situation at Arkham wasn't bad enough, Edward Nigma, AKA the Riddler has littered Arkham Island with puzzles and challenges for **Batman** to solve. The Riddler believes he is **Batman's** superior, and it is up to you to prove him wrong.

Map and Objectives

The Map Screen provides a layout of Arkham Island, your current objectives, and **Batman's** location in the game world.

Use the L2 / R2 buttons to zoom in/out.

To jump to **Batman's** location, press the ▣ button.

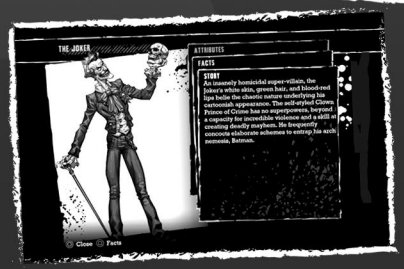
Character Bios

As **Batman** meets key characters and gathers evidence about them, their details are unlocked in the Character Bios Section.

From here, **Batman** can play audio records and cycle through Character Attributes.

To play an evidence recording, highlight the Tape icon and press the ⊗ button.

To cycle Character Attributes, press the ▣ button.


THE JOKER
ATTRIBUTES
FACTS
STORY
An insanely homicidal super-villain, the Joker's white skin, green hair, and blood-red lips belie the chaotic nature underlying his cartoonish appearance. The self-styled Clown Prince of Crime has no superpowers, beyond a capacity for incredible violence and a skill at creating deadly mayhem. He frequently concocts elaborate schemes to entrap his arch nemesis, Batman.
Close
Facts

Play as The Joker

Become The Joker in Challenge Maps

Experience a whole new set of unique fighting moves as well as The Joker's demented tricks and gadgets.

How to Download The Joker

1: Connect the PLAYSTATION®3 to a broadband internet connection.

2: Register for a PlayStation®Network account (more information on www.playstation.com).

3: Sign into your PlayStation®Network account.

4: From the XMB, select PlayStation®Network > PlayStation®Store.

5: Go to the **Batman: Arkham Asylum** Downloadable Content area on the PlayStation®Store.

6: Select Download Play as **THE JOKER** Challenge Maps.

7: Now you will be able to play as **THE JOKER** in the Challenge Mode section of the game on up to 8 maps that you have unlocked in the game's Story Mode.

CREDITS

ROCKSTEADY STUDIOS, LTD.

Batman Created By: **BOB KANE**

Game Director: **SEFTON HILL**

Studio Director: **JAMIE WALKER**

Senior Producers: **DANIEL BAILIE, NATHAN BURLOW**

Art Director: **DAVID HEGO**

Audio Director: **NICK ARUNDEL**

Technical Director: **BEN WYATT**

Associate Producers: **SCOTT BURFITT, GERALD SMITH**

Art Producer: **WAYNE BILLINGHAM**

Lead Environment Artist: **WILLIAM SMITH**

Artists: **LEE ADAMSON, MICHAEL BEL GIL, JAMIE FIELD, LUKAS JEVCAK, DUSAN KEREKES, REMI LEFORT, JOHN SOUTHGATE, KARL STJERNBERG, ALEX UNDERHILL, YANNIS ZIAKAS**

Concept Artists: **JOHN GRAVATO, KAN MUFTIC, LEE OLIVER**

FX Artists: **INGMAR CLARYSS, MERTER HUSSEIN**

Lead Animator: **ZAFER COBAN**

Lead Mo-Cap Animator: **JAMES NORMAN**

Animators: **MAX FANNING, SALINEE MUKHOOD, NIAMH TIERNEY, ADAM VINCENT**

Audio Programmer: **ANTHONY LLOYD**

Sound Designers: **LEE BANYARD, ANDREW RILEY**

Lead Character Artist: **ANDREW COOMBES**

Character Artists: **ALBERT FELIU, PABLO HOYOS, RODOLFO DE SOUZA SILVA**

Lead Cinematic Artist: **PAUL BOULDEN**

Cinematic Artists: **DAVID FIALA, ART LENAVAT, MARK PERCEVAL-MAXWELL**

Cinematics FX Artist: **PAUL CLONEY**

Written By: **PAUL DINI**

Lead Narrative Designer: **PAUL CROCKER**

Lead Level Designer : **IAN BALL**

Designers: **BILL GREEN, MAGALI STRETTON, JAMIE WHITWORTH**

Lead AI Programmer: **TIM HANAGAN**

Programmers: **PAUL DENNING, ADAM DOHERTY, ADAM GOH, BEN NICHOLSON, TIM RENNIE, ANDREW ROWSE, ALEX SNAPE, MARK WELCH**

Engine Programmers: **JOHN GAY, SIMON HARGRAVE, MILES MACKLIN**

Lead Quality Assurance: **ASHRAF MOHAMMAD**

Quality Assurance: **RAY MULLEN, ANTHONY WICKER, JAMES WICKER**

Support Staff: **ADRIAN HILL, BENJAMIN NIAS, MAGDALENE ORDYK, BEN PARKINSON**

Special Thanks: **DARREN BARNETT, JEFF BENOIT, ARAN DHARMERATNAM, MARK STEPHENSON, DREW WILSON, VICON**

Outsource Partners: **ENGINE ROOM GAMES, MINE LOADER SOFTWARE, MOBILITY ART, REDJADE**

EIDOS, INC.

SALES & MARKETING

Executive Vice President: **ROBERT LINDSEY**

Marketing Director: **KARL STEWART**

Creative Services Manager: **MIKE CALA**

Regional Sales Manager: **HOLLY ROBINSON**

Sales & Marketing Services Manager: **ILANA BUDANITSKY**

Associate Channel Marketing Manager: **RAFAL DUDZIEC**

Marketing Coordinator: **JOVETH GONZALEZ**

PR Specialist: **STANLEY PHAN**

OPERATIONS

Director of Finance & Operations: **MICHAEL POON**

IT Director: **BRIAN VENTURI**

Legal & Business Affairs Manager: **CLINT WAASTED**

Senior Manager of Product Management: **MAI KAWAGUCHI**

Associate Production Manager: **ARNAB BASU**

Senior Manager of Human Resources: **MICHAEL WHARTON**

STAFF

Staff: **ARSENIA DELACUEVA, JOHN GLASS, ROBERT HERNANDEZ, CORINNA JEVONS, PATRICK LACISTE, CLAIRE LAIK, KATHY MCCLURE, STEPHEN PEDERSEN, ANDRE RODRIGUEZ, TRAVIS ROGERS, VERONICA RUEDA, LENA SPARKS-ANDERSON, NEMER VELASQUEZ, KEVIN WITTE**

Special Thanks to the Warner Bros. Interactive Team: **MATTHEW GEYER, BLAKE HENNON, JESSICA HOLLOWAY, ANNE LEUSCHEN, ANDREW MEENGERN, KEHAU RODENHURST, PHILIP SER, REMI SKLAR, GREG WU**

BIG Thanks to the JVST Crew: **DANNY JIANG, TOM NGUYEN, JAMES SONG, MIKE TRAN, RODERICK VAN GELDER**

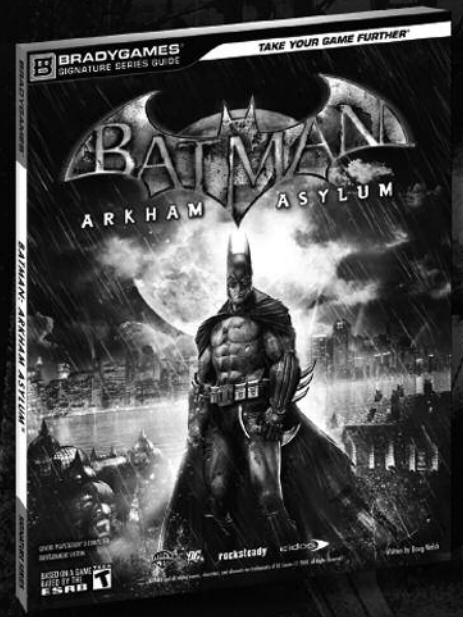
SPECIAL THANKS to: **DAVID BAMBERGER, MAIMOONA BLOCK, JIM BOTKO, CARLOS D'ANDA, GARIANNE DIAZ, LEE DRASIN, JULIE GILES, BEN GRANADOS, ANDREW GRIFFITH, HANSHAW INK & IMAGE, SCOTT HAYMAN, BRETT HOCKER, ALAN HUNTER, MARC JAVIER, CHRIS JOHNSTON, JONATHAN MANAHAN, GERALD MARTIN, JOANNA SAIDY, BRANDON SCOTT, ANDREA SHOCHET, ROBERT TANG, FRANCESCA ZULUETA**

NOTES

NOTES

NOTES

AVAILABLE NOW
WHEREVER BOOKS ARE SOLD



rocksteady eidos

BATMAN: ARKHAM ASYLUM Software © 2009 Eidos Interactive Ltd. Developed by Rocksteady Studios Ltd. Co-published by Eidos, Inc. and Warner Bros. Interactive Entertainment, a division of Warner Bros. Home Entertainment Inc. Rocksteady and the Rocksteady logo are trademarks of Rocksteady Studios Ltd. Eidos and the Eidos logo are trademarks of Eidos Interactive Ltd. All other trademarks and copyrights are the property of their respective owners. All rights reserved.

BATMAN and all characters, their distinctive likenesses, and related elements are trademarks of DC Comics © 2009. All Rights Reserved.

WBIE LOGO, WB SHIELD: ™ & © Warner Bros. Entertainment Inc.
(s09)

REGISTER ONLINE AT

www.eidosregistration.com

EIDOS LIMITED WARRANTY

The medium (i.e., disc/cartridge) on which an Eidos game software product is recorded ("Game Disc") is warranted to the original purchaser of the product to be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. If the Game Disc is found to be defective in materials and workmanship within 90 days from the date of purchase, Eidos agrees to replace the Game Disc to the original purchaser thereof, free of charge, upon receipt of the Game Disc and required proof of purchase. The foregoing replacement remedy is the sole and exclusive remedy for breach of the foregoing limited warranty, and Eidos shall have no obligation to provide such remedy (i.e., free Game Disc replacement) with respect to (i) any recording medium damaged by abuse, mistreatment or neglect (e.g., cracks, scratches, damage from application of chemicals), (ii) any defect arising after ninety (90) days from the original date of purchase of the corresponding product or (iii) in instances where the original purchaser cannot produce a copy of the original sales receipt dated no earlier than 90 days preceding the date of return.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including, without limitation, any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Eidos. If any such warranties are incapable of exclusion, then such warranties applicable to an Eidos software product are limited to the 90-day period described above. In no event will Eidos be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of an Eidos software product, including damage to property, and to the extent permitted by law, damages for personal injury, even when Eidos has been advised of the possibility of such damages. Some jurisdictions do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitation and/or exclusion of liability may not apply to you. In such jurisdictions, Eidos' liability shall be limited to the fullest extent permitted by law.

WARRANTY CLAIMS & PRODUCT SUPPORT

For warranty claims and product support, please contact us at support.eidosinteractive.com (or www.eidosinteractive.com) or (650) 421-7660. Our Customer Services Department personnel are available between the hours of 9:00 a.m. and 4:00 p.m. (Pacific time) Monday through Friday (except holidays). You are responsible for all toll charges. **Customer Support Representatives will not provide game hints, strategies, or codes.**

To initiate a warranty return, you will need an RMA# ("Return Merchandise Authorization") from our Customer Services Department. (Any materials not containing an RMA# sent to Eidos may be returned unprocessed.) In many cases, return and replacement of a Recording Medium or Manual isn't the best solution for the problem(s) you may be experiencing or replacement may not be covered under the foregoing limited warranty. Our Customer Services Department personnel can help you determine if replacement is necessary and covered under warranty.

In the event the Recording Medium or Manual is confirmed to be defective and replacement is subject to the foregoing limited warranty, you will need to return, postage prepaid, the Recording Medium/Manual (along with its packaging, unless advised to the contrary by Eidos Customer Service Department personnel) together with a copy of your original sales receipt (dated no earlier than 90 days preceding the date of your return), and a statement containing a brief description of the difficulty you are experiencing, the applicable RMA# you have been issued, your first and last name, return address, email address and phone number to Eidos Customer Service at the following address to receive warranty replacement:

Eidos, Inc.
RMA# (state your authorization number here)
1300 Seaport Boulevard, Suite 100
Redwood City, CA 94063

BATMAN: ARKHAM ASYLUM Software © 2009 Eidos Interactive Ltd. Co-published by Eidos, Inc. and Warner Bros. Interactive Entertainment, a division of Warner Bros. Home Entertainment Inc. Developed by Rocksteady Studios Ltd. Published by Eidos Interactive Ltd. Rocksteady and the Rocksteady Logo are trademarks of Rocksteady Studios Ltd. Eidos and the Eidos Logo are trademarks of Eidos Interactive Ltd. Powered by Unreal Engine. Unreal ® is a registered trademark of Epic Games, Inc. Unreal ® Engine, Copyright 1998 – 2009, Epic Games Inc. Uses Bink Video. Copyright © 1997 – 2009 RAD Game Tools, Inc. Uses FMODEX Sound System. Firelight Technologies. Uses Scaleform GFx © 2009 Scaleform Corporation. Portions of this software utilize SpeedTree®RT technology (©2009 Interactive Data Visualization, Inc.). SpeedTree® is a registered trademark of Interactive Data Visualization, Inc. "PLAYSTATION" and "DUALSHOCK" are registered trademarks and "PS3" is a trademark of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association. SIXAXIS is a trademark of Sony Computer Entertainment Inc. © 2009 Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners. All rights reserved.

BATMAN and all characters, their distinctive likenesses, and related elements are trademarks of DC Comics © 2009. All Rights Reserved.

WBIE LOGO, WB SHIELD: ™ & © Warner Bros. Entertainment Inc.
(s09)